

From: Kevin Eldridge
To: 'microsoft.atr(a)usdoj.gov'
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Subject: Microsoft Settlement

To Whom It May Concern;

I have just read several articles from different news sites on the Internet which are covering the sale of SGI intellectual properties to Microsoft. These properties are all related to 3D APIs, and might even include the industry-standard 3D API, OpenGL. It is a well known fact that Microsoft has been trying it's best to kill off OpenGL, in favor of it's own proprietary 3D API, DirectX. There are documented instances of Microsoft dropping OpenGL from builds of it's Operating System, Windows, as far back as Windows 98. Now, in light of the fact that Microsoft now owns the vast majority of SGI 3D API properties, and the fact that Apple Computer uses the OpenGL API as a core component in Mac OS X, I would be afraid that Microsoft is, once again, trying to cut out a competitor with strong-arm tactics. After all, if Microsoft refuses to license OpenGL to Apple, and also refuses to port their propriety 3D API to Mac OS X; well, we have another case of anti-trust in action!

I would hope that someone with the Justice Department could investigate this further, and help prevent Microsoft from taking another stab at killing it's one true competitor, Apple Computers.

Thank you for your time.

Kevin S. Eldridge
Repair Technician
Wave Wireless Networking
A Division of Speedcom International
7020 Professional Parkway East
Sarasota, FL 34240
1.941.907.2368 (direct line)
1.941.320.7860 (cell)
keldridge@wavewireless.com
www.wavewireless.com
Wave Wireless is an ISO 9001 certified company